

JAMPIKE HUNER

PlayStation®





12090 a.d.-

10,000 years have passed since vampires have reigned over the world. Now, they are dying as a species. The human race is begining to regain their power after many long years of darkness. However, there are still a few vampires that live in the remote regions and continue their gruesome attacks on humans. Such actions have brought about the hiring of bounty hunters to eliminate them. Among these hunters are the Dunpeals. They are a race born of a human and a vampire and are considered to be the best.

John Elbourne, a wealthy village man, whose daughter has been kidnapped by the vampire, Meier Link, has hired bounty hunters to find and return her. Of these bounty hunters is a Dunpeal talked of as having extraordinary skills.

His name is D.

Your Mission-

Your job as D is to safely rescue John Elbourne's kidnapped daughter, Charlotte, from the clutches of Meier Link. As advance money, \$500,000 has been supplied. Upon the safe return of Charlotte, you will receive another \$2,000,000. If you are too late and she has been converted to vampirism, you are to save her from her awful fate without her suffering.





Characters.				3
Set Up				7
Controls		٠,		8
Game Scree	11			10





Pause					
Menu Scree	n			1	1
Map Screen	i.			19	2



	Recovery Items 13			
	Maps & Keys 14			
	Game Over 15			
and the same of th				

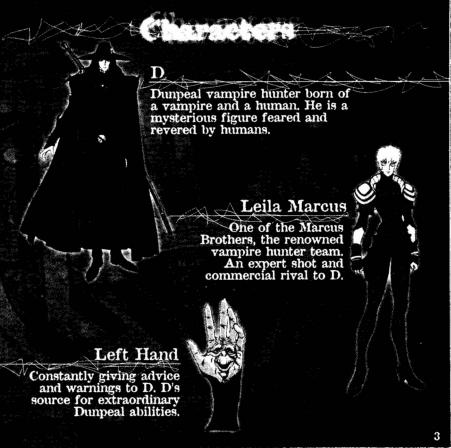
Hints .





Credits 17 onsole according to the instructions in its Instruction

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Vampire Hunter D disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Meier Link

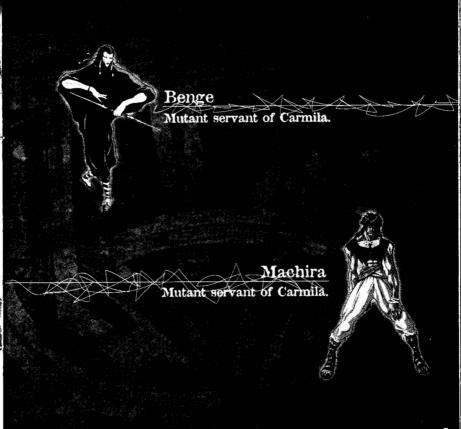
A vampire who abducted Charlotte. Known never to use his fangs against a human.

Carmila

Lady of the Castle Chaythe. Apparently sealed in the castle 5,000 years ago by a Vampire King for her excessive brutality.

Charlotte

John Elbourne's daughter who has been kidnapped by Meier Link.





Kyle

Renowned vampire hunter of the Marcus Brothers.



Renowned vampire hunter of the Marcus Brothers,



Renowned vampire hunter of the Marcus Brothers.



Renowned vampire nunter of the Marcus Brothers.

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When the title screen comes up, press the START button to continue.

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1.Entr	ance			90:00



Choose New Game and the game will start after selecting a difficulty level.

Choose Load Game and the game will start after selecting a data block.

Options screen gives you the choice of having the vibration function on or off, setting the volume of music and sound and choosing subtitles on or off. Auto Lock-On allows you to lock onto your opponent automatically when swords are drawn. If off, the L2 button needs to be pressed to lock-on. the L1 button will determine whether D will walk or run when the button is pressed while moving.

DIRECTIONAL BUT	TONS
Up	Move Forward
Down	
Right	Turn Right
Left	Turn Left button to step in that direction
△BUTTON	Switch between battle and search mode
	Battle mode: wave sword/examine Search mode: examine Collect items/open doors
×BUTTON	. Jump/Cancel/Select/Use
□BUTTON	. Select and use an item (Left Hand Mode)
L1 BUTTON	. Press with directional button up to walk
L2 BUTTON	. Lock on: On/Off
R1 BUTTON	. Guard
R2 BUTTON	. Switch between opponents in Battle mode, lock on
L2 + R2	.Turn 180 degrees
START BUTTON	Display Menu screen/Skip an event
SELECT BUTTON	Switch left hand mode
ANALOG MODE SW	TTCH Switch analog mode on and off



1 - HP (hit point) Gauge

Decreases as D receives hits from opponents. When the HP Gauge reaches 0, the game is over (see pg.15).

2 - VP (vampire point) Gauge

Indicates D's current status. The higher the gauge, the higher are D's vampire abilities.

3 - Lock On

Lock onto your opponent automatically when sword is drawn.

4 - Opponent HP Gauge

Only displayed during a boss encounter.

5 - Left Hand Mode

Left Hand will appear in lower right corner. Hit the SELECT button to scroll through the different Left Hand modes: Inhale-After an opponent has been weakened, Left Hand will be able to inhale their energy.

Revive-Regain HP by consuming one section of the Left Hand Gauge.

Attack-There are 3 stages depending on the VP Gauge status:

low VP - a sphere that freezes an opponent is emitted.

med VP - a beam that traces an opponent is emitted in 5 directions.

high VP - powerful fireballs are emitted.





Access the Pause Menu Screen by pressing the START button. Here, it is possible to use items in your possession, switch between various Left Hand modes, display maps, set configuration and access the Memory Card. Press the START or O button to return to the game screen.

1 - Item Graphic

Chosen item is displayed.
Window color indicates type of item.
-Red-sub weapons
-Green-supplementary items
-Blue-event items
-Yellow-buttons

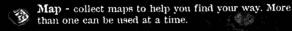
2 - Item List

Items in D's possession. Use the Directional buttons to select an item. Press the X button to use an item. Message window displays quantity of selected item.

3 - Message Window Explanation of the item selected.

- 4 Current Position Name of D's location
- 5 Left Hand Mode Press the SELECT button to switch between modes.
- 6 Options
 Press the R1 button to switch to
 the Option screen. Press the L1
 button to switch to the Map screen.
- 7 Memory Card Press the △ button to switch to the Save and Load screen.





Items that must be collected in order to progress through the game.



- Silver Plate Gold Plate
- Blue Key Red Key

GAME QUEX

Your character "D" will incur damage if he is attacked and takes hits by opponents or is caught in a trap. When the damage accumulates and the HP gauge becomes 0, D will die. However, if you have managed to maximize the Left Hand power gauge, D will resurrect and the game will continue.



Useful information to help you through your quest.



Moving from one room to another - Press the O button (examine). In some cases, doors may be locked. However, there is always a way to progress.

Push an object - When standing in front of a moveable object, press the Obutton (examine) to move it.

VP Gauge - VP gauge will affect attack and recovery. Constantly be aware of the VP gauge and take appropriate action.

Increase in the VP gauge occurs when:

- -You are showered by an opponent's blood.
- -You consume one blood pill.

Decrease in the VP gauge occurs when:

- -You receive damage.
- -You use a remedy medicine.

Opponent's Characteristics - Some opponents attack in a special way. One such way is by holding onto you and sucking your HP. To shake off an opponent quicker, hit a Directional button repeatedly.

Another attack is by poisoning. If you have been poisoned, the damage will increase over time. Try to recover by consuming an antidote as soon as possible.

For the Jaleco Hint Line, Call: 847.251.9993

